



2019 Spring Season - AA Rules at a Glance

Time Limit: No new inning begins after time limit. Inning begins the moment the last out is made (or 5 runs scored) of previous inning.

Home/Visitor: Home team = 1st Base dugout; Visiting team = 3rd Base dugout

5 Run Rule: Maximum 5 runs per half inning during the first 4 innings of the game. No run maximum thereafter.

Strike Zone: Expanded by the width of two baseballs higher, lower, and outside. **1 ball width inside.**

Player Rotation: No player sits out defensively more than 1 inning consecutively unless injured.

A player must sit for an entire inning to be considered as having sat out an inning.

No player can sit for 2 innings until everyone has sat 1 inning

No player plays more than 2 innings at a position (playing a position even one pitch counts as an entire inning at that position). All players must play at least 2 innings in the infield in the first 4 innings of a game. If there are 13 players present, then all must play 2 infield innings in the first 5 innings.*

Int'l Walks: Not allowed

Infield Fly: Not in effect

Tagging Up: Allowed

Stealing: Not allowed

Bunting: Not allowed

Min. Players: 9 players are needed to start a game, 7 of which must be from the team. Players may get call-ups from the Single A division (through the Player Agent) to make 10. If at the start of a game, or at any time during a game, either team is unable to place 9 players on the field, the game is officially a forfeit, which will be counted in the standings as a 6-0 result.

Scorekeeping: The official scorekeeper and keeper of the pitch count is the home team scorekeeper. If there is a discrepancy in the score, the home plate umpire's score prevails. The visiting team is responsible for designating someone to operate the scoreboard for the entire game.

Kid Pitching

- Pitching rubber 39' from rear of home plate
- For the first 12 SCHEDULED games (including pre-season games), there are no walks. Instead, upon ball four, the coach of the offensive team will pitch to the batter until the ball is either put in play or the batter strikes out. After the 12th scheduled game, there is no coach pitching, and regular kid pitching rules apply.
- Any hit by pitch will result in the batter being given a choice between taking his base or having his coach come out to pitch (see below). When rules have switched to "kid pitch only," batter automatically takes first.
- If a pitcher hits 3 batters in one game, he/she must be removed as a pitcher.
- Manager Visits to the Mound: See Full Rules for limits
- Pitcher wearing glasses, jewelry, other distractions: See Full Rules

Coach Pitching

- The coach may be no closer than 20 feet from the batter, must throw overhand, and may not provide the batter with any unnatural advantage (i.e. pitching from one knee). [LR]
- **If the batter had 0 strikes against him when the Coach comes out, he gets 3 Coach pitches. If the batter had 1 strike, he gets 2 Coach pitches. If the batter had 2 strikes, he gets 1 Coach pitch. On the final (or only) Coach pitch, the batter cannot strike out on a foul ball or an unhittable pitch as determined by the umpire.**

Bats

- All non-wood bats must bear the USA Baseball insignia, or they will not be allowed in the dugout.
- If an illegal bat is used, the manager may either have the batter called out or take the result of the play, as long as he makes the claim of an illegal bat before the next batter steps into the batter's box.
- First violation: offensive team loses an adult base coach for the game. Second violation: Manager ejected.
- If an illegal bat is used in a subsequent game, the manager will be immediately ejected from the game, and may be subject to further discipline by the Executive Board.

Offense

- **Dead Ball:** When ball hits the perimeter fence (not dugout fence) or batting cage netting. One additional base is awarded on the overthrow (i.e. the base that the runner was heading for plus one).
- **Runners Advancing:** Runners can't advance to next base when the pitcher has the ball in the dirt area of the mound and the runner is not more than halfway to next base. Umpire's discretion.
- **Sliding:** A runner is out when the runner does not slide or attempt to get legally around a fielder that has the ball and is waiting to make the tag or in the umpire's opinion, about to receive the ball to make a tag. No head first sliding unless diving back to a base.
- **Overrunning First:** A batter who overruns first base and turns into the field of play is not automatically out if tagged – only if ump determines the player was making an attempt to advance to second base.
- **Batter hit on hands:** A batter hit by a pitch on the hands is awarded first base as he would be if it struck any other part of his body. It is only a foul ball if the batter attempts to swing at the pitch or his hands were in the strike zone.
- **Throwing bat:** Batter and the batter's entire team is given a warning but not called out. However, for the remainder of that game, any batter from that same team that throws a bat will be called out.
- **Arriving late / Leaving Early:** Any player arriving late to a game is inserted into the last spot in the batting order. Any player leaving a game early will NOT be recorded as an out when his spot comes up in the order. If this player returns, he is inserted into his original spot in the batting order without penalty.
- **Injured Player:** If a player is injured in the field, and is due up to bat in the following inning, his spot is skipped over without penalty. However, if the injury occurs during that player's at bat, then the player who made the last out will bat for the injured player assuming the count when the original batter was injured. If a player is injured while on the base paths, the player who made the last out shall replace the injured player.
- **Courtesy Runner: No courtesy runners are allowed (except for injured players).**

Defense

- **Obstruction:** If a defensive player blocks a base or base line without possession of the ball, a delayed dead ball is called, and a runner may be declared safe even if the apparent result of the play was an out. However, a runner will not automatically be awarded an extra base(s) if he did not attempt to take the extra base when the ball was in play.
- **Outfielders:** Must play at least 15 feet behind the infield dirt.

Manager/Coaches

- 4 coaches total allowed on field/dugout (including Manager)
- There must always be at least one adult in the dugout at all times.
- **The coach standing behind home plate may not coach the players in any way, except for matters of safety.**
- Only the Manager may talk to the umpires.
- No adult can warm up a pitcher at home plate or in the bullpen.
- Managers must sign the official scorebook and Pitch Count Summary after each game.
- Both managers must submit the final score by e-mail to scores@shermanoaksl.com within 24 hours of the game. The opposing manager should be cc'd.

Dugout / Safety

- Face cages are required on all batting helmets.
- **No siblings, batboys/girls, etc. allowed in dugouts**
- Catcher's helmets must have dangling throat guard
- No jewelry allowed, including necklaces
- **Only the first batter of each half-inning is allowed outside the dugout between half-innings.**
- No player (including the on-deck hitter) may have a bat in his/her hand unless it is his/her turn to bat.
- Only on-deck hitter may sit in the uncovered area of the dugout, and that player must wear a helmet. All other players must stay under the covered portion of the dugout.
- No gum or food is allowed in dugout or on the field. Water, sports drinks, and sunflower seeds only.

Field Maintenance

- Home team chalks the field before game; also responsible for setting pitcher's plate or temporary mound when not on the AA field. Visiting team drags and waters after.
- Make sure your dugout and stands are clean for the next game.
- Managers of the day's final game empty in-field trash cans into the main dumpsters, and also lock up field.